Scene Light Settings

1. Unity Light asset used to have an overall very bright scene. Clear atom for a darker stage

4. Four-Points lights rig Sub-scene atom. Place it sightly above the part of the model you want to highlight. Use it to load up a different light-rig such as the ones from n00rp

2. Control atom to rotate the Ambient light around the main stage

3. Use Light Scene Ambient to change the main colour of the scene

Model add-ons

Hunting-Succubus Eyes enhancer objects for nice eyes reflections

Model Plugins

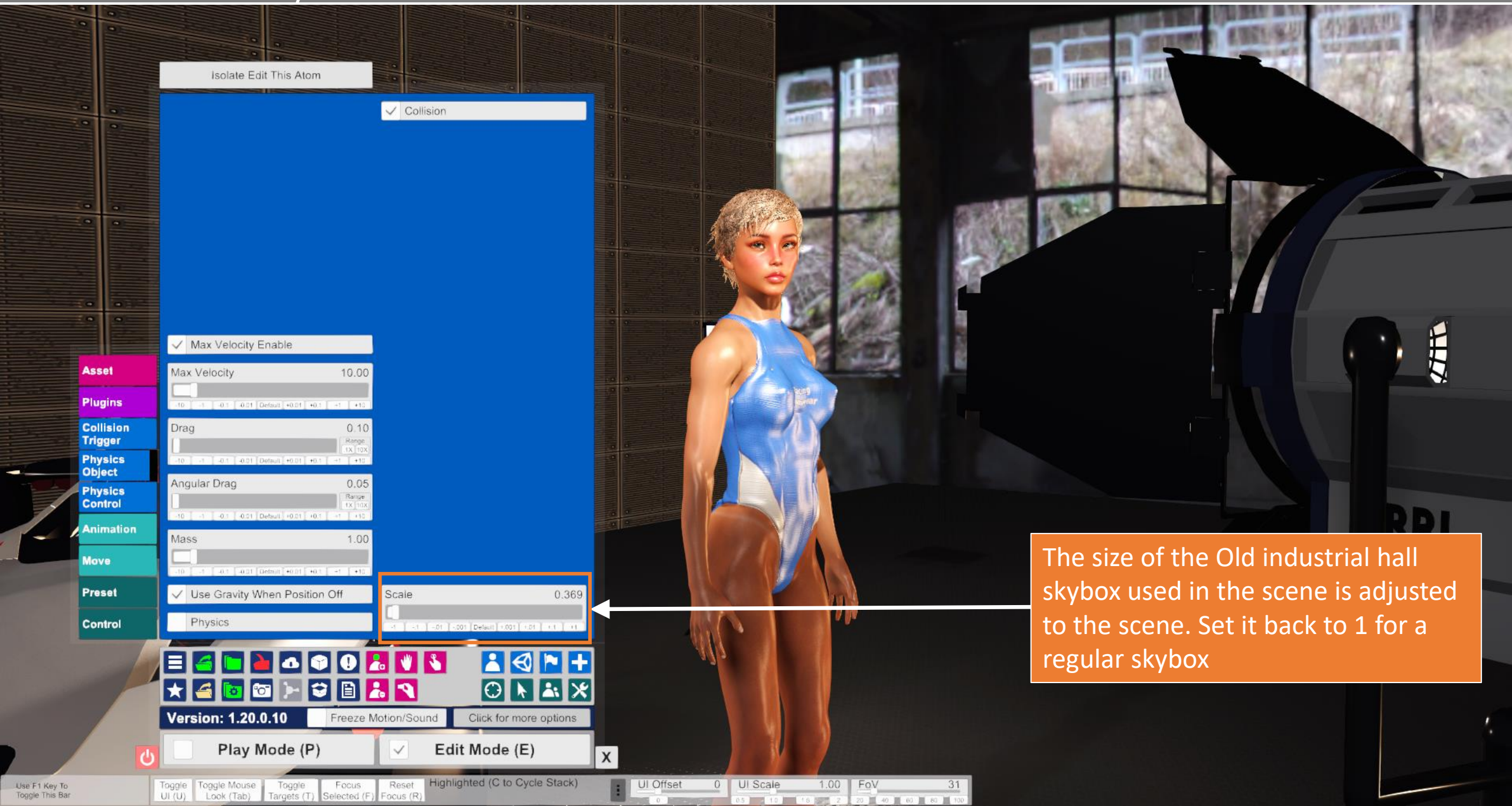
MacGruber Life Plug-in used to provide a bit more of realism

Hunting-Succubus Body Smoother Tessellation for improved render quality

Scene Plugins

MacGruber PostMagic plug-in pre-configured but not active on ‘Control Light Scene Ambient’ atom

Asset HDRI Skybox Scale



The size of the Old industrial hall skybox used in the scene is adjusted to the scene. Set it back to 1 for a regular skybox